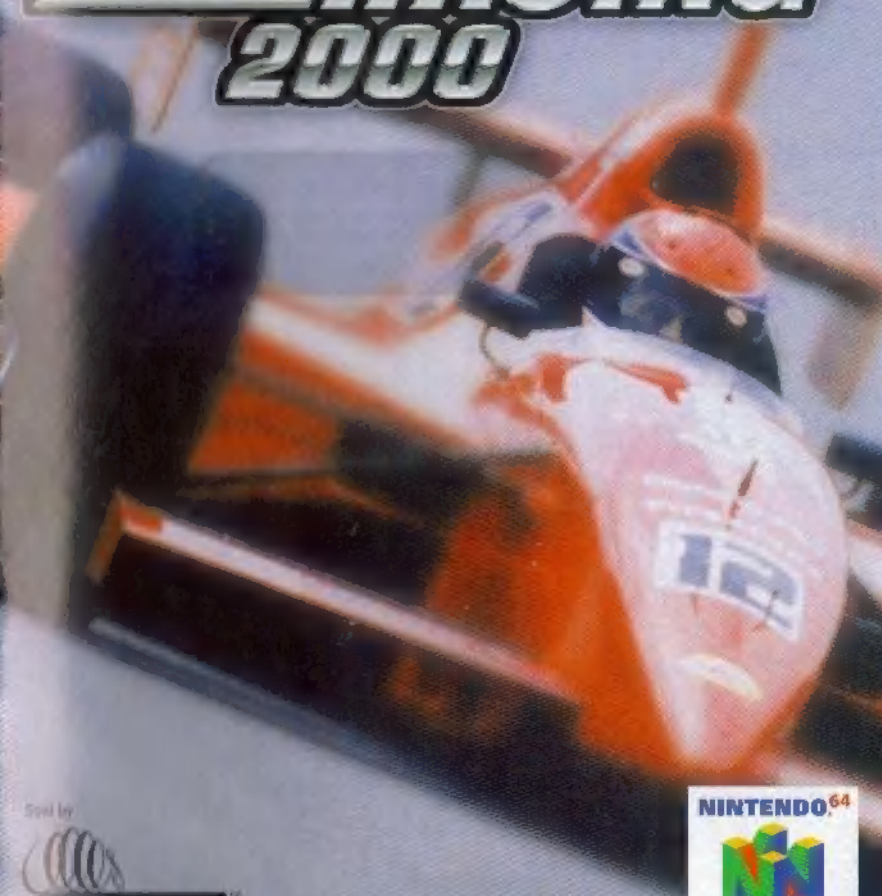


NUS-NICE-USA

INSTRUCTION BOOKLET

INDY RACING 2000



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CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

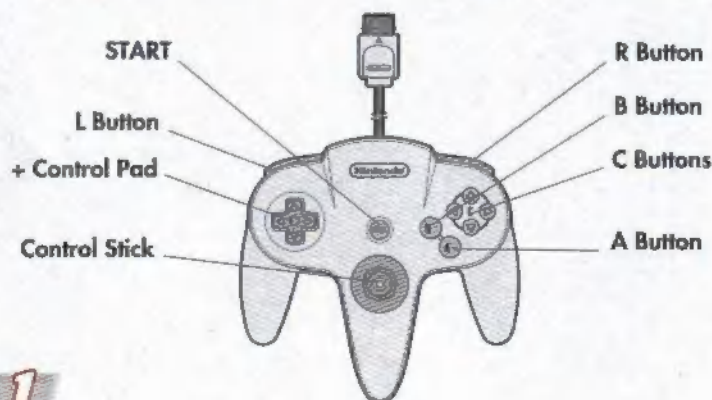


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Controls

Function	Standard Joystick	Steering Wheel
Steering	Control Stick Left and Right	Turn Left and Right
Accelerate	A Button	A Button
Brake	B Button	B Button
Reverse	Automatic Trans: Hold Z Trigger or L Button and press R Button Manual Trans: Downshift past 1st gear and press R button	Automatic Trans: Hold Z Trigger or L Button and press A Button Manual Trans: Downshift past 1st gear and press A button
Shift Up	R Button	R Button
Shift Down	Z Button or L Button	Z Button or L Button
Change Camera View	C Up Button	C Up Button
Look Back Left	C Left Button	C Left Button
Look Back Right	C Right Button	C Right Button
Look Straight Back	C Down Button	C Down Button
Pause	Start	Start



Main Menu

From the main menu, you can select any of the following:



Single Race

Race a single race with any of the available IRL drivers on any of the IRL venues including the Indianapolis 500. Go for the best lap time!

Championship

Enter a season and race as your favorite driver to win the IRL season championship. Go for the best lap time here, too!

Two Player

Race your friend on your favorite IRL track or one of the Gold Cup Series.

Gold Cup

Rise through the ranks of a fantasy league with Midgets, Sprints and Formula 2000 cars.

Options

Tweak various game factors here, including: HUD detail, speedometer type, two player screen split, controller type, steering sensitivity, volume for music, sound effects, pit radio, commentary and engine. Also reset all options to defaults and reset record lap times.

Single Race



Race

Takes you to the starting grid for a rolling start.

Practice

Run solo laps to learn new tracks and experiment with different car settings.

Driver Select

Select your favorite IRL driver and car to race.

Track Select

Select a track from the IRL season. Stop for a few seconds at each track to see a fly-through.

Car Setup

Tune your car for your selected track.

Race Options

Choose the options for your race such as race length, damage mode, AI difficulty and starting grid position.

Driver Select

Use LEFT and RIGHT on the CONTROL STICK to view your choices, then press the A BUTTON to select the driver you want to race.



Track Select

Use LEFT and RIGHT on the CONTROL STICK to view available tracks, then press the A BUTTON to select the track you want to race. Wait a few seconds at each screen to see a fly through of the track.



Car Setup

For optimal performance, you can tune your car to match the track and your driving style. Your car is automatically set up for good performance on the chosen track. To change your car's setup, select the Track Default option by moving the CONTROL STICK UP or DOWN; then turn the Track Default option **off** by moving the CONTROL STICK LEFT OR RIGHT. The effect of setting changes is displayed at the top of the screen with bar graphs. The following settings are available.

Front Wing

Set the angle for the front wing to adjust the downward force on the front tires affecting overall grip. A high angle will increase grip but reduce acceleration and top speed.

Rear Wing

Set the angle for the rear wing to adjust the downward force on the rear tires affecting overall grip. A high angle will increase grip but reduce acceleration and top speed.

Tire Pressure

Set the tire pressure here. A high pressure will increase acceleration and top speed. A low tire pressure will increase grip.

Gear Ratio

Set the gear ratio here. A low gear ratio will increase acceleration and reduce top speed while a high gear ratio will decrease acceleration and increase top speed.





Track Default

Set all settings to default values for the currently selected track. This is a good start, but may not be the optimal setting for you. Keep experimenting to find the right car setup for you.

Transmission

Choose a transmission type here. In manual, you will have to change gears. In automatic, you do not change gears.

Race Options

Change race details here.



Length

Set the length of race here. A short race can be run in about five minutes and does not require pit stops, a medium race lasts about 25 minutes and includes at least one pit stop, in a long race you go the distance and race a full IRL race-- 200 laps or more.

Damage

Set damage to off and you will not take any damage or tire wear. Set damage to on and your car will incur damage if you hit the wall or other cars, affecting the cars' performance. You can repair damage by making a pit stop. You still have to make pit stops for more fuel even when damage is turned off. Set damage to auto and your car will slowly repair itself as you drive. Note that in two player mode only auto and off are available.

Difficulty

Set the ability of your opponents to easy, normal or hard.

Position

Set the position that you would like start on the grid. This option is not available in championship mode since you must qualify for your starting position.

Championship

Participate in a full IRL season and strive to win the IRL championship. You will gain points throughout the season by the actual rules of the IRL.



Load Season

Select the file to be used for the season. When starting with an empty file, you will be required to select a driver and set items and race options. These settings will be in effect for the entire season. Saved data can be deleted by selecting erase.

Event Schedule Menu

The event schedule menu is available for each IRL event during the season. You can skip straight to the race without qualifying or practice (by selecting Race). But if you skip qualifying, you will start at the back of the starting grid.



Car Setup

Use the car setup to tune your car to the optimal setting for the track and your driving style. Your car is automatically set up for good performance on the chosen track. To change your car's setup, select the Track Default option by moving the control stick **up** or down; then turn the Track Default option off using the control stick **left** **right**.

Practice

Use this mode to test different car setups. There is no limit on practice time, **experiment** all you want to find the best setting. It may be advantageous to use slightly different settings between qualifying and racing because of the different style necessary when driving in traffic.

Qualify

This will determine your starting position on the grid based on the time of your best lap. You will only have two laps, so make sure that you practice and tune your car before you attempt to qualify.

Race

Race in the main event with 19 other IRL drivers. After the race, you will automatically be advanced to the next racing event of the IRL season. Note that if you abort **race** in Championship mode, you take last place in that race and advance to the next race in the series.

Points Total

Points in the IRL Championship are awarded per race based on the following table.

Position 1	50	Position 11	19
Position 2	40	Position 12	18
Position 3	35	Position 13	17
Position 4	32	Position 14	16
Position 5	30	Position 15	15
Position 6	28	Position 16	14
Position 7	26	Position 17	13
Position 8	24	Position 18	12
Position 9	22	Position 19	11
Position 10	20	Position 20	10



The following additional points are awarded for qualifying.

Pole Position	3
Second Position	2
Third Position	1

Saving Results

The race and season results are saved automatically at the end of each session.

Two Player Mode

Race against a friend with the IRL cars on the IRL tracks or the Gold Cup cars on the Gold Cup tracks. There  no pit stops, commentary, pit radio or music in two player mode. Note that if player two wins the race and wants to watch the replay, player  must select the view replay option; player two then has menu control while in replay mode.

Two Player IRL

Track Select

Using the player one controller, select the track for the race using the same method as in the single player mode.

Driver Select

Each player is given the opportunity to select a driver for the race. Player one chooses first and then player two.

Car Setup

Each player is given the opportunity to tune his or her car for the race. Player one tunes first and then player two.


Race Options

Using the player one controller, select the options for the race.

Race

Choose Race to start the action.

Two Player Gold Cup

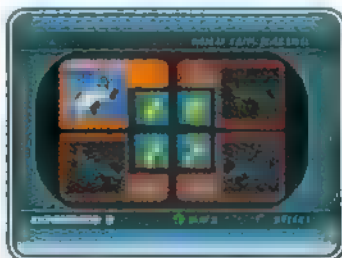
Using the player one controller, select the series to race. Note that some series may not be available if they have not been opened in single player mode. Beginning with player one, each player is asked to select  car and transmission. Then get ready for action.

Gold Cup

Select Gold Cup from the main menu to participate in a series of fantasy races on challenging tracks. Gain experience points to open new tracks and new high-performance cars. Car setup is not available in Gold Cup.

Loading a File

Select the file to be used. When starting with an empty file, you will be required to enter your name. Saved data can be deleted by selecting erase.



Gold Cup Status Menu

Choose a series to race from those available on the screen. Those that are darkened require more experience points to be available.



Select ■ Car

Use LEFT and RIGHT on the CONTROL STICK to select the car you want to race in the series. Use UP and DOWN ■ the CONTROL STICK to select automatic or manual transmission. Faster cars will become available ■ you gain experience points.

Racing Series

A series consists of two to six short races with points awarded at the end of each race. The point system is the same that is used in the IRL. At the end of the last ■ the points will be used to determine your ranking ■ the series. Based on this ranking, you are awarded experience points. If you get first, second or third in the series ranking, you ■ awarded with ■ gold, silver or bronze trophy respectively.

Earning Experience Points

You earn experience points based on your ranking in each series. Remember, ■ if you don't win, you still get valuable experience points.

Systems Options



Display

HUD

Select from full Race Display, minimal Race Display (labels removed), or no display.

Speedometer

Select from MPH (Miles Per Hour) or KPH (Kilometers Per Hour).

Screen Split

Select from Horizontal or Vertical screens for two player mode.

Controllers

P1 Controller

Set to Standard for a Nintendo controller or Wheel if you have a steering wheel.

P2 Controller

Set to Standard for a Nintendo controller or Wheel if you have a steering wheel.

P1 Sensitivity

Adjust steering sensitivity for player one here.

P2 Sensitivity

Adjust steering sensitivity for player two here.

Audio

Music

Set the volume for the music in the game.

Sound FX

Set the volume for sound effects on the game. This includes collision sounds as well as other sound effects.

Pit Radio

Set the volume for the pit radio voice heard during the race.

Commentary

Set the volume for the Announcer commentary heard during the race.

Engines

Adjust your car's engine volume here.

TV Sound Mode

Set the sound mode based on your audio equipment. Choose between mono, stereo or surround.

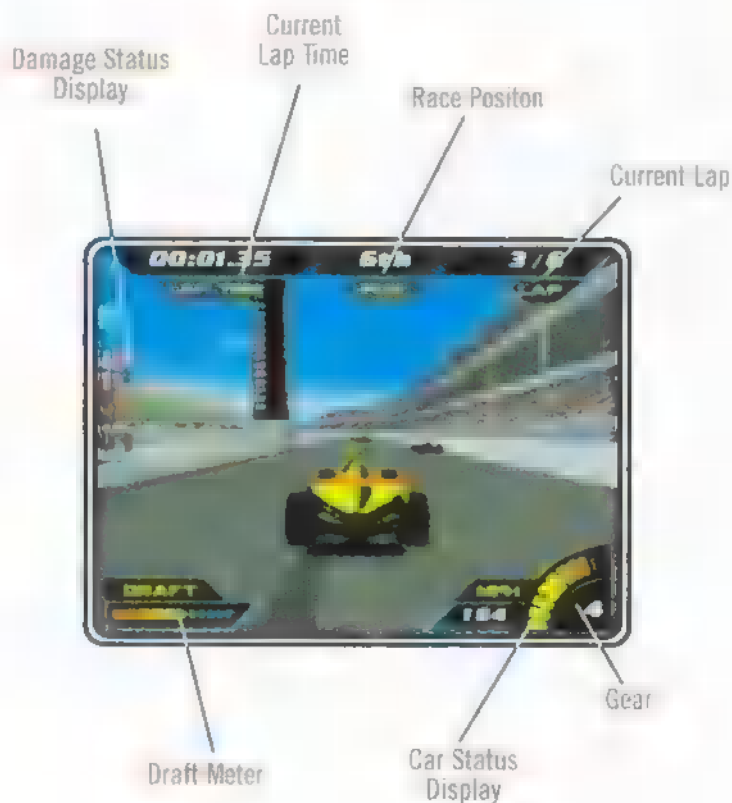
Reset Defs

Return all the game options to their original settings.

Reset Laps

Clears all the lap records for every track.

The Race Screen



Race Status Display

Current Lap Time

Race Position

Current Lap / Number of Laps in race

Car Status display

Speed (Numeric Display)

RPMs (Graphic Display)

Current Gear | Numeric Display |

Draft Meter

The draft meter provides you with ■ graphic representation of how much extra power is gained by slip streaming the car in front of you.

Damage Status Display

Tire Wear/Damage - Tires turn yellow, then red

Front Damage ——— Front wing turns yellow, then red

Rear Damage ——— Rear wing turns yellow, then red

Engine Damage ——— Engine area turns yellow, then red


Low ■ Fuel ——— Gas Container Icon appears under the damage display. A yellow gas can indicates you have 9-10 miles left in the tank; a red gas can means you only have 4-5 miles left.



Cars From Behind Display

You will notice colored boxes with numbers appearing along the bottom and sides of the display. These indicate that there is a car behind you. Where it appears on the screen indicates where other drivers are in relation to your car. The more transparent the icon appears the further the other driver is behind you.

Passing Cars

Some cars ahead of you will have blue arrows over them, and some won't. A car with a blue arrow over it is ahead of you in the race. A car ahead of you with NO  is either one lap ahead or one lap behind you. You only get closer to first place by passing cars with blue arrows.

Pause Menu

Display Options— Allows you to turn the race display on and off and change the speedometer units.

Sound Options— Allows you to adjust the sound volumes.

Abort Race— Abort the current race and go back to the menu.

Resume Race— Continue racing (unpause).

Pit Stops

Drive into the pit to fix damage and to refuel. Once you enter the pit area, the car status display will disappear to indicate your car is in auto-drive mode. When your crew is finished, your car will automatically drive out of the pit area. When the car status display reappears, you have control of the car.

Ending the Race

Watch Replay— Watch replay of two or three laps.

With ■ memory expansion pak, you can watch a replay of up to 50 laps for single player races, and 40 laps for multiplayer races.

The controls for viewing replays are as follows:

Next Lap	A Button
Prev Lap	□ Button
Change View	Top C Button
Zoom Out	Right C Button
Zoom In	Left C Button
Rotate View	Control Stick

View Results— View the race results.

Continue— Continue to the next menu.

Paradigm Credits

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Notes

Notes

Notes

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